

Mathematics

Standards	Descriptors
Applies strategies to solve problems Uses efficient strategies when computing Communicates using mathematical vocabulary, numbers, and representations	Number Sense and Operations <ul style="list-style-type: none"> ❑ Create and label sets of objects from 0 - 100. ❑ Demonstrate an understanding of the concepts of place value (ones, tens, and hundreds) to 1,000 using manipulatives. ❑ Write dictated whole numbers from 0 - 1,000 with correct place value. ❑ Identify and distinguish among multiple uses of numbers including cardinal (to tell how many, 1-1000) and ordinal (to tell which one in an ordered list, to 1000th), and numbers as labels and as measurement. ❑ Read, write, compare ($>$, $<$, $=$, odd, even), and order whole numbers to 1,000. ❑ Identify odd and even numbers and determine whether a set of objects has an odd or even number of elements. ❑ Predict whether a simple addition problem will have an even or odd answer. ❑ Identify the value of all U.S. coins, and \$1, \$5, \$10, and \$20 bills. Find the value of a collection of coins and bills and different ways to represent an amount of money up to \$5. Use appropriate notation (\$0.69, \$1.35) ❑ Write a number sentence to represent visually presented addition or subtraction problems (acted out or in pictures) (0-100) ❑ Use mental math to add and subtract whole numbers to 20. ❑ Add or subtract one-, two-, and three-digit numbers using pencil and paper, and an appropriate algorithm with and without regrouping (traditional procedures) ❑ Explain and demonstrate the relationship between addition and subtraction (fact families). ❑ Use the appropriate operation (addition or subtraction) to solve single-step problems. ❑ Demonstrate an understanding of addition and subtraction of numbers 10-20. ❑ Know addition facts (addends to 10) and related subtraction facts, and use them to solve problems. ❑ Demonstrate an understanding of the concepts of addition and subtraction of any two- and three-digit numbers 0-999 by adding and subtracting 3 digit numbers accurately (with and without regrouping). ❑ Demonstrate in the classroom an understanding of and the ability to use the conventional algorithms for addition (two 3-digit numbers and three 2-digit numbers) and subtraction (two 3-digit numbers) (with and without regrouping). ❑ Estimate a logical solution to a problem and recognize when an estimate is appropriate ❑ Estimate sums and differences when working with quantities, measurement, and computation to 100. ❑ Explain how an estimate differs from an actual calculation ❑ Round whole numbers through 1,000 to the nearest 10 and 100. ❑ <i>Demonstrate an understanding of the concepts of place value (ones, tens, and hundreds) to 10,000 using manipulatives.</i> ❑ <i>Identify and represent common fractions ($\frac{1}{2}$ to $\frac{7}{8}$) as parts of wholes, parts of groups, and numbers on the number line.</i> ❑ <i>Use the terms "numerator" and "denominator" correctly</i> ❑ <i>Add simple fractions with like denominators using manipulatives ($\frac{1}{4} + \frac{2}{4} = \frac{3}{4}$)</i>

	<p>Patterns, Relations, and Algebra</p> <ul style="list-style-type: none"> ❑ Identify, extend, and construct a variety of rhythmic, shape, size, color, letter, number, verbal, and visual patterns up to five elements. ❑ Identify and extend a two-element numerical pattern up to 100. ❑ Describe various patterns on a number chart 1 - 100. ❑ Describe and create addition and subtraction number patterns (1, 4, 7, 10 ...; or 25, 23, 21). ❑ Skip count by twos, fives, and tens to 100, starting at any number. ❑ Construct and solve open sentences that have missing addends and subtrahends (up to 1,000) ❑ Write number sentences using +, -, <, =, and /or > to represent mathematical relationships in everyday situations (up to 1,000) ❑ Describe functions related to trading, including $2c = 1\text{pint}$, $4c = 1\text{ qt.}$, 1 ft. = 12 in., 4 quarters = \$1.00., 7 days = 1 week
	<p>Geometry</p> <ul style="list-style-type: none"> ❑ Describe attributes and parts of two- and three-dimensional shapes (corners, edges, faces and sides) ❑ Identify, describe, draw, and compare two-dimensional shapes including both polygons (up to six sides) and curved figures, such as circles ❑ Recognize congruent shapes (see above) ❑ Describe the direction (left, right, up, down) ❑ Identify various forms of symmetry in two-dimensional shapes (lines of symmetry, <i>rotational symmetry</i>) ❑ Predict and confirm the results of putting shapes together and taking them apart. ❑ Relate geometric ideas to numbers (seeing rows in an array as a model of repeated addition) ❑ <i>Use the term "congruent" correctly</i> ❑ <i>Demonstrate flips, slides, and turns with manipulatives.</i> ❑ <i>Identify shapes that have been turned, flipped, slid, and enlarged.</i>

Measurement

- ❑ Identify parts of the day (morning, afternoon, evening), days of the week, and months of the year. Identify dates using a calendar.
- ❑ Relate specific months to the seasons
- ❑ Tell and record time to the half hour, and quarter hour using an analog or digital clock, and using a.m. and p.m.
- ❑ Compare length, weight, area, and *volume* of two or more objects by using direct comparison.
- ❑ Select and correctly use the appropriate measurement tools (ruler, balance scale, thermometer).
- ❑ Make and use estimates of measurement, including time, *volume*, weight, and area.
- ❑ Use a standard ruler to measure to nearest half-inch.
- ❑ *Measure and compare common objects using metric and English units of length measurement (36", 1 m, 100 cm)*
- ❑ *Measure to the nearest half- inch and nearest centimeter.*

Data Analysis, Statistics, Probability

- ❑ Use interviews, surveys, and observations to gather data about themselves and their surroundings.
- ❑ Organize, classify, represent, and interpret data using tallies, charts, tables, bar graphs, pictographs, and Venn diagrams; interpret the representations.
- ❑ Formulate inferences (draw conclusions) and make educated guesses (conjectures) about a situation based on information gained from data.
- ❑ With guided discussion, decide which outcomes of experiments are most likely